

ELECTRONIC ARTS®



BY  
EA  
STUDIOS

# ROAD RASH™ II





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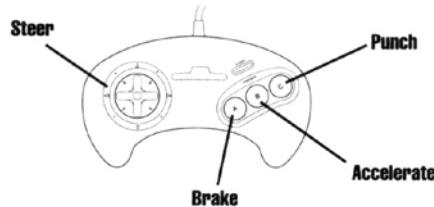
## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

## ***STARTING THE GAME***

1. Turn OFF the power switch on your Sega™ Genesis™. **Never insert or remove a game cartridge when the power is on.**
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.  
The Electronic Arts® logo appears (If you don't see it, begin again at step 1).
5. Press **START** to play.

# SUMMARY OF COMMANDS



## Riding

1. D-Pad (up/down/left/right to move high light.)
2. Press any button to select.

## During Race

- To Steer:
- To Brake:
- To Accelerate
- To Get Nitro Burst:  
(with nitrous bikes only)
- To Punch opponent or  
hit opponent with weapon:
- To Strike with Backhand:
- To Kick opponent:
- To Swing chain continually  
before snapping:  
(when you have chain).
- To Backhand with club:  
(when you have club).
- To Grab club or chain  
from opponent:
- To Pause Game  
anytime during a race

## Running Back To Your Bike

- To Change the direction in  
which you run:
- To Stop:

D-Pad (left/right)  
A  
B  
B (twice quickly)  
  
C  
D-Pad (up)—C  
D-Pad (down)—C  
  
D-Pad (up)—C  
  
D-Pad (up)  
  
C  
  
Press START

D Pad (up/down/left/right).  
A

## The Object of the Game

To win at Road Rash (and we assume since you're out there at a hundred plus, fighting hand-to-hand with some pretty burly guys and gals, that you want to win), you have to draw on your skills, your smarts and your guts. This is a competition which demands quick reflexes, strategy and a willingness to take risks. But there's one thing above all others that you want to keep in mind: the finish line. It's the critical geographical factor in any race.

There are five ability levels through which you must progress to win the Rash. With a Shuriken 400 and \$1000, you start at Level One, the "Squid Tank" as it's called by veteran riders. To earn the right to ride at the next level, you must finish in Third Place or better at every track. At each successive level, the races are worth more money, the fines are more expensive, the courses are longer, the opponents are measurably nastier and the fuzz shows up in droves. That said, if you become one of the elite who completes Level Five, you'll have achieved Rashmaster status!

But there's always something in the way. If you don't get terminally floored by an opponent or nabbed by the law, you're bound to run into all sorts of debris. Rocks, junked cars, deer and cows all litter the road. And watch out for gravel patches, sand and oil slicks! They're every rider's nemesis. And so are the cars! Don't assume they'll stay in their lanes.

# Revving To Race—Main Menu



**The Main Menu** is where you choose basic game options like Player Mode, Track and Bike. When you Exit a screen, you always return to the Main Menu screen.

## To Select Menu Items

1. D-Pad up/down/left/right to move highlight.
2. Press any button.

## Start Race

Select this option when you're ready to race. You'll head straight for the starting line. Ready on the throttle button!

**Note:** If you've just booted up Road Rash II, you can race immediately with the game's default settings. Just select START RACE from the MAIN MENU. (You'll race the Gold Rush course on the Shuriken 400 at Level 1.)

## Track Selection

This option allows you to choose which course you'll ride. You'll get a brief description of each track, including length. Select this option just before you start to race.



## To select a track:

- 1) D-Pad up/down/left/right to move the highlight over the track of your choice.
- 2) Press any button to select the track. The highlight will then move over EXIT.
- 3) Press any button.  
The MAIN MENU appears.



## The Bike Shop

The Bike Shop is where you gear up for the ride of a lifetime. Choose from any of three classes - Ultra Lights, Nitos and Super Bikes, and prepare to lay down some cash!

### **To select a bike:**

- 1) D-Pad up/down/left/right to move the highlight over the class of bike you desire and press any button.
- 2) D-Pad up/down/left/right to move the highlight over the bike you wish to buy and press any button to buy the bike.

The highlight automatically moves over EXIT.

- Press any button to return to the Bike Shop Menu.
- To return to the Main Menu: Press any button.



### **Game Options**

This is where you set up options like number of players, name of player(s) and music.

### **To select any option:**

D-Pad up/down/left/right to move the highlight over the option of your choice and press any button.

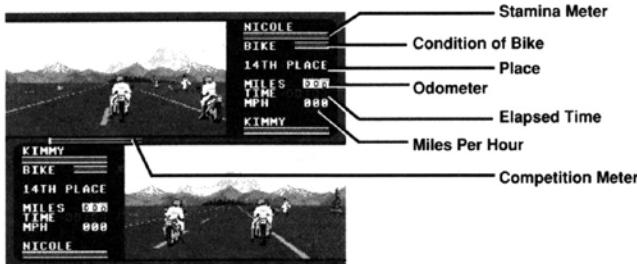
### **Set Player Mode**

Choose from 1 Player, 2 Player Split Screen and 2 Players Alternating.

### **Solo: Just you and the pack.**

**Take Turns:** Each player rides solo, one at a time. Both use the Controller 1.

**Split Screen:** Race against a friend and the pack! Player A rides in the upper screen, Player B in the lower. Player A uses Controller 1, and Player B uses Controller 2.



**Mano a Mano:** The ultimate grudge match. Just you and your nemesis. No other crazies are in your path or trying to knock you off your machine. Player A uses Controller 1, and Player B uses Controller 2.

When you select Mano a Mano from the Player Mode menu, you must choose the level at which you wish to compete. Then each player must choose a weapon. No money is won or lost. The race is for honor only, and the game ends when one player wrecks, gets busted or finishes the race.

## **Set Music**

Music On is the default mode. But if you want to hear just the roar of the engines and the sound of shredding leather, choose Music Off.

## **Set Names**

Identify yourself!

### ***To enter your name:***

- 1) **D-Pad** up/down until the first letter of your name appears.
- 2) **D-Pad** right so the flashing yellow highlight is over the second letter, and enter the next letter of your name. When you've entered your name in full, press any button.

## **Set Passwords**

This option allows you to get back into the standings right where you left off. When you resume the competition, you'll ride at the same level with the same bike and bank balance as when you quit. There's just one thing you have to remember: your password! Write it down and keep it in a safe place.

### ***To get back into a game:***

- 1) **D-Pad** up/down until the first character of your password appears.
- 2) **D-Pad** right so the flashing yellow light is over the second character, and enter the next character of your password.

When you've entered your password in full, press any button.

## **Copy Passwords**

When two players ride, one is bound to perform better than the other. This feature allows you to copy the better player's score over the lesser player's score. In other words, if after five races Player A has advanced to the next level and Player B hasn't, Player B can copy Player A's password and move on to the next level along with Player A. When he copies the password, he acquires the same bike and cash amount as Player A.

### ***To copy a password (Player A to Player B, as an example):***

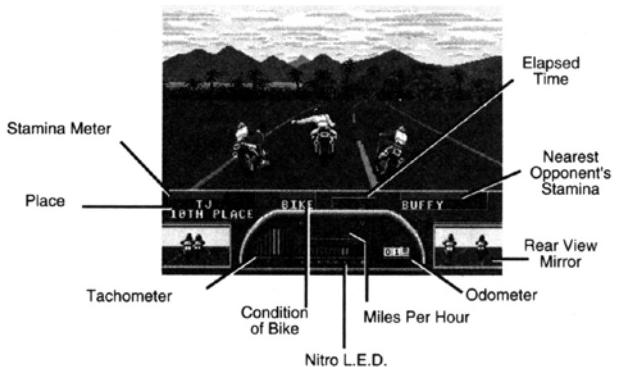
- 1) **D-Pad** up/down/left/right to move the highlight over COPY PASSWORDS, then press any button.
- 2) **D-Pad** up to COPY PASSWORD A TO B, then press any button.

The password is automatically copied, and the GAME OPTIONS screen appears.

Press any button to return to the MAIN MENU.

**NOTE:** In SPLIT SCREEN mode, when one player qualifies at five tracks, or when both players combine to qualify at five tracks, each player takes his bike and bankroll to the next level.

# Racing



## THE INSTRUMENT PANEL

The Instrument Panel displays useful gauges. Any rider worth his or her spunk knows how to use them.

### Stamina Meter

This meter shows your physical condition throughout the race. If you've taken a beating from your opponents, the stamina meter moves from green to red. The right side of the screen shows your nearest opponent's Stamina Meter.

### Condition of Bike

This meter works the same way as the stamina meter. If you bite it too many times, your bike could turn to cinders.

### Time

This is the official Swiss Time race clock. It's another instrument used to gauge your worthiness on this circuit.

### Speedometer

The digital speedometer shows your current speed in miles per hour.

### Tachometer

This meter shows the engine's revolutions per minute (RPM). This meter appears only in **SOLO** and **TAKE TURNS** modes.

### Odometer

This gauge shows how many miles you've put under your belt this race. You can use it to determine how much farther you have to go before you reach the finish line. Just make sure to remember the length of the course you're riding (displayed for each track on the SELECT TRACK screen).

### Rear View Mirrors

These babies show who and what is coming up on your tail. They're especially helpful just after a spill. You can use them to spot oncoming traffic before crossing the road; and, once you get on your bike, a well-timed pop can prevent a competitor from passing you as you're picking up speed.

## Nitro L.E.D. METER

(Nitro only) Riding a Nitro bike? This LED meter shows your store of nitro bursts. Each red light signifies an unused burst of nitrous. When you use a burst, a light goes off. When all the lights are off, you're out of nitrous. (To get that blast of gas, press **B** twice quickly and hold it down.)

## Competition Meter

(In MANO a MANO & SPLIT SCREEN) Located between the upper and lower screens, these green lines show how close each player is to his opponent and to the finish line.

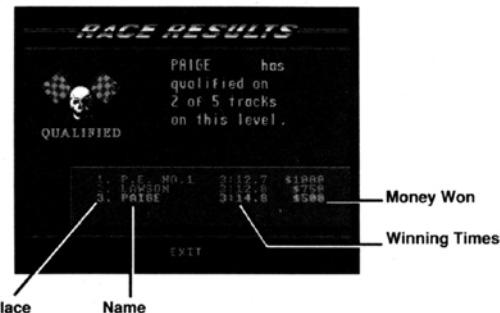
## RUNNING BACK TO YOUR BIKE

Sooner or later you're gonna bite it! And it's not likely that after all of the sliding and colliding you'll end up within arm's reach of your bike. You'll automatically make a B-line for your bike. But if you want to run around a cactus or rock formation, just **D-Pad** up/down/left/right. And if you want to pause to avoid oncoming traffic, press **A**.

## FIGHTING

Not everyone likes to scrap. But you gotta stand up for your rights! You can punch, backhand and kick your opponents all day long. And if you're good enough to grab a club or yank a chain from another rider, you can inflict severe damage. Don't worry about aiming; you'll always attack the opponent closest to you.

- To punch: Press **C**
- To backhand: **D-Pad** up and press **C**
- To kick: **D-Pad** down and press **C**, then release **C**.
- To grab a club or chain from an opponent: Press **C** just as if you were going to punch.



## AFTER A RACE

Win, lose, wreck or get busted, when you finish a race you'll see a brief animation and a message from a cop or opponent. (To bypass these, press any button.) Then you'll return to the MAIN MENU, where you can pick up a new bike, choose a track, change the game options, or start right into the race at the same level and with the same bike as before. If you've just completed a level, you see a brief animation before returning to the MAIN MENU.

## **Winning**

Winning is everything! And here it means cash you can put toward a faster bike. But don't be too hasty in buying. It's wise to save some for fines and repairs.

## **Losing**

There are three ways to lose: You can wreck your bike; you can get busted by the police; and you can simply place low. If you wreck, you'll have to pay for repairs. If you get nabbed by the Man, you'll have to pay a fine. If you finish low, you're just burning gas.

If you run out of money your bike is repossessed, and you are given a Shuriken 400 and \$1000 in consolation. You return to the first Level.

## **Saving A Game**

You can resume a game at the same level as you left, riding the same bike you rode with the same earnings tucked in your leathers. Just copy the password(s) displayed on the Game Options screen, and when you're ready to fire it up again, follow the instructions for Set Passwords on page 8.

## **PAUSING THE GAME**

If you need to take a break from the action, Press **START** anytime during a race.

# ***The Bike Shop***

The bike you use to win at Level 5 is not the bike on which you want to learn to ride. Each rider has distinct needs at each stage of his evolution as a rider. It's best to start on a light bike with quick steering. Later you might want to get a bike with more power, and your improved skills will allow you to handle that power (and the weight and slower steering that result).

The Bike Shop has a machine for every biker. It supports a full selection of ultra lights and a showroom full of super bikes. We've even stocked nitro powered exoti-bikes. Sorry, you can't ride 'em before you buy 'em! But these brief descriptions should help you decide which is best for you. Remember, no deal is closed until a bike is ridden out of the shop. So look at as many as you like.

## ***ULTRA LIGHTS***

### **Shuriken 400**

This entry level bike is functional but short on power.

### **Panda 500**

Reasonable midrange power and a lack of weight make this bike easy to ride fast.

### **Panda 900**

A good compromise between power and weight makes this a great Sport bike.

## **Shuriken TT 250**

This gray market 2-stroke is a race bike with lights. Extremely light and quick, it can smoke bikes twice its size.

## **Banzai 7.11**

This custom bike has an 1100cc engine stuffed in a stripped down 750 chassis.

## **SUPER BIKE**

### **Panda 600**

The Panda is powerful for a 600, but it lacks a good chassis. The bike can be twitchy and hard to control.

### **Banzai 600**

A great chassis allows this bike to hold its speed through turns, but acceleration is slow.

### **Banzai 750**

Low cost and stable all around performance make this the most common Sport bike on the road.

### **Shuriken 1000**

This bike has lots of power and lots of weight. Remember that when you go screaming into a turn.

### **Diablo 1000**

Choice of the power-hungry elite. Faster and more expensive than ever. And it's RED!

## **NITRO**

### **Panda 600 N**

The nitrous oxide burst will give this bike 105HP. Be careful using it in a turn.

### **Banzai 750 N**

Nitrous momentarily pushes this bike's horsepower up to 135HP.

### **Shuriken 1000 N**

Monstrous power. A twist of the throttle in the wrong corner will make this bike dangerous.

### **Banzai 7.11 N**

Nitrous on an Ultra-light makes this the choice of top Unprofessionals.

### **Diablo 1000 N**

It will cost you 10 Grand to figure out if they can make the standard Diablo any faster. And it still comes in RED!

## ***The Tracks***

### **Molokai Express, Hawaii**

Named after the treacherous currents off Diamond Head. Brutal hairpin turns and radical changes in elevation make this one of the more difficult tracks on the circuit. You may want a quick, light bike to flick into the hairpin corners.

## **Hoodoo's Revenge, Arizona**

Beware of the ghost-like rock formations standing silent along the roadside. The songs of the spirits may lure you off the road, and if they don't, the oil and debris will lure you to the road. Stay out of the sand and watch out for the abandoned cars in the road.

## **Smokin' Mountain, Tennessee**

Through Tennessee's misty range. This winding course has enough gradual turns and steep grades to make even a biker nauseous. Deer and cows freeze in the middle of the road when they hear the roar of your bike. Likewise, the locals in their autos won't flinch. And the cops, well, they're just plain, down-home vicious.

## **Gold Rush, Alaska**

Travel the rugged frontier trail at unnatural speeds. Because of the blind turns and shifting grades, this course is one of the more difficult of the circuit. The pine trees are dangerously close to the road. Watch for oil derricks, mule deer and caribou.

## **Maple Run, Vermont**

Nothing like a relaxing ride through the New England countryside. But when you're fighting for traction at 150 mph, the scenery doesn't count for much. One of the fastest courses on the circuit, Maple Run is characterized by gradual turns and long straight-aways—ideal for a big, fast bike.

## **The Rashers**

### **Kakana**



A descendent of King Khamayamaya, his childhood was steeped in ancient myth. He was treated like royalty, but the Big Island just wasn't big enough. He was called to the mainland to race the most dangerous circuit since the outrigger regattas of his great, great grandfather's day. A disciplined spirit, his entire existence is focused on victory. Nonetheless, he's a fair and easy going player; and he'll go out of his way to help you out.

### **Slater**



A wild man from head to toe, this kid set a world skateboard speed record wearing nothing but a tense grin. His moment of truth came early one morning when he skated alongside a biker who had just tried to run him off the road. He jerked him off the seat, hopped on and sped into the sunset. Good-bye skateboard, hello wheelie heaven. Slater's way radical. His wealth of local knowledge and sarcastic schtik make him one of the most sought-after contacts on the tour.

### **Mr. Lawson**



Meet the man of the nineties. Beautiful wife. Beautiful home. Enormous debt. An insurance lawyer at L.A.'s most prestigious firm, he takes out his pent up rage on unsuspecting weekend racers.

Don't tell him he's a yuppie. Don't call him by his first name. This dude has no mercy. He'll lie and cheat like there's no tomorrow; and with guys like him around, there may not be.



### Biff

Daddy bought him a Diablo for high school graduation. Biff cruised Harvard Square without a helmet, just to mock the local cops who dared to pull him over. "Bucking for a desk job?" he'd jeer, tearing up a ticket. Now he travels the country crashing Road Rash events, flashing his cheesy grin and lapping at his trust fund like a fat cat from a bottomless bowl of milk. This guy is a waste product of the '80's: he looks out for no one but himself.



### Ikira

In his native Japan, there is only one god: Elvis. Ikira is so devoted that over the years he has come to resemble the King. Raised on two-strokes on the crowded streets of Tokyo, he was known to ride up on the sidewalks when traffic got thick, smiling apologetically as he upset strollers and crashed through fruit stands. Caught between two worlds, Ikira has the rare combination of genuine virtue and a burning desire to win. A good friend to have.



### Public Enemy No. 1

She saw her first punk show at five years old. At thirteen she was tattooed black from the waist down. By her eighteenth birthday she had 143 piercings. And after being exiled from the United Kingdom, trafficking arms in Central America, and designing anarchist bumper stickers in Tangiers, this nasty Brit gave herself to the love of her life: violence. Colder than a drawer in a morgue, she'll brutally attack anyone or anything in her way with absolutely no regard to her own personal well being. WATCH OUT!



### War Hammer

San Francisco's hardest hitter, this six foot six 240lb screamer heads the metal band Sock-n-Mouth, whose albums were banned worldwide. His stage show is a modern Gomorrah; and after a week of swallowing blowfish, smearing himself with elephant dung and rolling in razor wire, the Wardude likes to kick back at 180mph and wreak havoc. A crazed-on-life health nut, his high impact, out-of-control agenda has no room for peace of mind, though he was once spotted sitting idly in a lawnchair while his kids arranged refrigerator magnets on his forehead.



### Chino

Born to ride a chopper, this crusty, stinking facecrusher turned to sport bikes so he could compete in road rash events. The most seasoned rider of the bunch, he'll do anything for you if you

befriend him; but he'll make life short if you get on his bad side. Legend tells that when he busted out of San Quentin, he hot-wired a police bike and roared into the desert. A one-car chase ensued; and when the cruiser flipped off the road, Chino circled back to the wreckage and put his fist through the windshield. Through the haze of radiator steam, he looked into the blank eyes of the trooper and whispered, "Brother, I'll see you in hell."



### Jorg & Sven, the Godfredsen twins

After losing their dirt track licenses for excessive whining, the sinister duo moved their operation stateside. Unable to find sponsors, they turned to illegal circuits where their alien status was overlooked. Jorg seems pleasant enough, but he's one of the nastiest guys on the track—just tell him he looks like Sven. And Sven doesn't even pretend to be nice. Like his brother, he's spent most of his life trying to distinguish himself; and he just never seems satisfied. All mutual hostility aside, the pair is bonded by meanness, and they'll team up on lesser opponents if only to express their hatred for each other.



### Roz I Ryde

Reared in the balmy island breezes of the Caribbean, this peasant girl got her first taste of survival-cycling in the bullet shorn alleys of Trenchtown. Leader of the street gang Liquid Angels, Ryde was immortalized in local patois for her daring "chicken" passes and mastery of obeah, a potent form

of black magic. After fighting her way from the ghetto, Ryde worked as a bicycle messenger in Manhattan. Craving speed and excitement, she bought an old Shuriken, souped it up, and headed for California. She's both wise and helpful, and she'll back any underdog who takes on the system.



### Natasha

The crown princess of the circuit, this red-haired beauty has seen it all. She had her first bike at three. At fifteen she was a regular winner at the local junior circuit, but after a few years in the spotlight she fell into some bad company. She quit racing and supported her boyfriend, who was an up-and-coming Grand Prix phenom. After being indicted on charges of sabotage and reckless endangerment of lives (for allegedly tampering with the bike of her husband's competitor before a race), she went underground, emerging only to bust heads at Road Rash events. She's cool and generous, but if you turn on her you're asking for a world of hurt.

## The Fuzz



### Marshall

An orphan raised in Los Angeles, Marshall is the meanest, toughest cop around. He'll hit the road if he knows he'll bring down a rasher. All he talks about is his gun. Word is he became a cop so he could bust his priest.



### **Kelly**

A passive, non-confrontational, sickeningly sincere Rookie. He went to college to become a social worker, but his father made him become a cop. He talks like a baby gumming milquetoast. Most annoyingly, he tries his hardest to help you get your life together.



### **Ortega**

A guy just doing his job, this straight-ahead lawman conducts each bust like a minor business deal. His no-frills approach to his job make him one of the most tolerable cops around. No attitude, no vengeance, no problem.



### **Rourke**

"Gramps" spent eighteen years as a Sergeant at Fort Dix before becoming a cop. An anal compulsive stickler for details, he once ticketed a guy for looking left-right-left on a one way street. If you think you'll run into this character, make sure your papers are in order.



### **O'Connor**

An in-your-face kind of gal, this babe was conceived on the wrong side of the bed. She lives with twenty-one huskies in a cabin in Alaska, and she rides her bike three hours to work just so she can dole out tickets to tourists. She cannot deal with twentieth-century life, and she's not shy about it.

# **PASSWORDS**

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